LOADING INSTRUCTIONS

SPECTRUM:

48K, Rewind the tape to the beginning of side A. Type LOAD" " and press ENTER. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side B Select LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down CTRL and tap the small ENTER key. The game should load automatically. Please follow all on screen prompts.

CPC 664; Rewind the tape to the beginning of side A. Type I (shifted @) TAPE (ENTER), then type RUN" (ENTER). The game should load automatically. Please follow all on screen prompts. 6128 owners load from side B.

COMMODORE C64/128

C64; Rewind the tape to the beginning of side A. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in 64K mode. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts. The Mi-28, known under the reporting name of "HAVOC" by N.A.T.O. Military Intelligence was designed by the Soviet Mil bureau in the late 1970's. The power is provided by two frontdrive turboshafts, shoulder-mounted and producing an estimated 1,350 shp apiece. Estimated gross weight is 7.100kg, with a payload of 1.200kg plus fuel. Nose-mounted systems give day/hight vision and radar sensor

and sighting capabilities, while armament includes a ventrally-mounted 23mm gun turret and a mix of AI-6 "Spiral" anti-tank rockets and SA-14 air-to-air missiles on four stub wing pylons. With a maximum speed of 300 km/h and a range of 240 km the Mi-28 HAVOC is without doubt the most advanced and lethal Gunship in

the Soviet Attack Command Pilot your way through seven dangerous war zones, in this incredibly realistic gunship simulation. Opt to take command either of the American AH-64 APACHE or the "HAVOC" Features --** Amazingly detailed animated backgrounds **

** Artificially intelligent hardness setting **

** 7 tree-structured levels ** ** Incredibly realistic sound effects ** PLAYING INSTRUCTIONS The main menu gives you many options for the game. You can choose to be on either the American or Soviet side. Your helicopter is then changed accordingly. After a while the title screen will display the various aircraft on each side. You must take note of which aircraft you are

able to destroy. You can choose the level of difficulty. You must fly your gunship through

three war zones, shooting down enemy gircraft. but not friendly ones. You have three types of weapons with which to do this - unlimited bullets. limited anti-tank rockets and limited air-to-air guided missiles (guided by your left and right movements). Weapons are selected using the weapon select key (default is the SPACE BAR). Along the way you can collect replenishment packs for damage. lives, rockets, and missiles. You also receive a bonus cannon for every 2000 points, and a bonus aircraft for every 5000. (The bonus aircraft can only be collected if you have not shot down any friendly aircraft.) If you shoot down a friendly aircraft you also loose any bonus aircraft that you may already have collected. Furthermore friendly aircraft will now attack you. (This is not

applicable if you accidentally crash into them.) The enemy's fire power includes tanks, aun emplacements, helicopters, geroplanes, surface to air missiles, and rocket launchers At the end of each level you are confronted with

an enemy gunship which you must dispose of before it disappears off the screen. Once you have completed your mission you may land on either of the two available airstrips. You can now choose the next mission you wish to attempt.

AMSTRAD CONTROLS

keyboard or any joystickDefault keyboard settings left - Q Right - W

Up - O Down - K

Fire - P Weapon select - SPACE BAR

Quit game - T Pause game - Y

SPECTRUM CONTROLS

Re-definable keyboard Kempston joystick Sinclair joystick Cursor joystick Default keyboard settings

 Left - Q
 Right - W

 Up - P
 Down - L

 Fire - UP cursor key
 Weapons

Fire - UP cursor key Weapon select - SPACE BAR

Quit game - T Pause game - Y



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PLAYERS PREMIER SOFTWARE

		SPEC	AMST	C64	C16	MSX	XL/XE	BBC/ELE
3D SNOOKER	2.99							
ARMED RETALIATORS	2.99	soon	soon	soon				101-11
ASSAULT COURSE	2.99							
COBRA FORCE	2.99							
ELVEN WARRIOR	2.99							
JOE BLADE III	2.99			soon				
LOST CAVES	2.99							
MIG BUSTERS	2.99							
MOVING TARGET	2.99							
MUTANT FORTRESS	2.99							
SAIGON COMBAT UNIT	2.99							
SHARK	2.99							
SPOOKED	299							
STEEL EAGLE	2.99	soon	soon	soon				
ST. CRED BOXING	2.99							
ST. CRED FOOTBALL	2.99							
SUBNWAY VIGILANTE	2.99							
SUPER LEAGUE	2.99							
TASK FORCE	2.99							
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PI	AY	FRS	'90	SOF	TW	ARE		
		SPEC	AMST	C64	C18	MSX	XL/XE	BBC/ELE
ACTION SERVICE	2.99	-						777-6
AMAZON RESCUE	2.99	soon	soon					
CAPTAIN BLOOD	2.99							
CHAMPIONSHIP WATERS	KI 2.99		soon					
JOE BLADE II	2.99							
PROHIBITION	2.99	0						
MACADAM BUMPER	2.99	0	П			П-		
		-	-	-				

All the titles listed should be available from your local stockist. However, if you are unable to obtain any specific Players title you may order them direct. Please send your order to; Belinda, The Mail Order Dept. 6 Mercury House, Calleve Park, Aldermaston, Berks. RG7 4QW Dear Belinds please send me the games I have indicated. I have enclosed a cheque/postal order for;

SPACE ACE TOURNAMENT OF DEATH 2.99

NAME **ADDRESS**

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PLAYERS SOFTWARE

		SPEC	AMS	C64	C16	MSX	XL	BBC
Doodle Bug	£1.99		0					
Dizzy Dice	£1.99			0				
Eagles Nest	£1.99			0	_	_	-	
Joe Blade	£1.99			0				0
Joe Blade II	£1.99	D*		0		_		0
Magic Clock	£1.99		0		_		-	_
Magic Maths	£1.99							
Metal Army	£1.99							
Power Play	£1.99	0	0					
Psycho City	£1.99	0	0	-				
Radius	£1.99		0					
Reflex	£1.99		0	-	0			
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Star Trooper	£1.99	_		-				_
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Deviants	£1.99			0				
Hollywood Poker	£1.99			0	0+	4 only		
Fire Hawk	£1.99					0		
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Varmit	£1.99				0			
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pro-								

not +2a compatible